



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Priority Application Serial No.08/623,610
 Priority Filing Date3/29/96
 Inventor..... Shoff et al.
 Applicant Microsoft Corporation
 Priority Group Art Unit2711
 Priority Examiner John W. Miller
 Attorney's Docket No.MS1-089USC1
 Title: Interactive Entertainment System For Presenting Supplemental Interactive
 Content Together With Continuous Video Programs

REQUEST FOR CONTINUATION APPLICATION

UNDER 37 C.F.R. 1.53(b)

To: Commissioner of Patents and Trademarks,
Washington, D.C. 20231

From: Lewis C. Lee(Tel. 509-324-9256; Fax 509-323-8979)
 Lee & Hayes, PLLC
 421 W. Riverside Avenue, Suite 500
 Spokane, WA 99201

This is a request for filing a Continuation application under 37 CFR §1.53(b)
 of Application Serial No. 08/623,610 which was filed 3/29/96 and is entitled
 "Interactive Entertainment System For Presenting Supplemental Interactive Content
 Together With Continuous Video Programs". The prior application was submitted
 in the names of Shoff et al.. The original declaration showing their address(es) is
 also enclosed.

The prior application was a complete application as set forth in
 37 CFR §1.51(a). The application papers being filed herewith are a true copy of the
 prior application as filed including the specification (with claims), drawings, oath or

1 declaration showing the signature(s), and any amendments referred to in the oath or
2 declaration to complete the prior application. No amendments referred to in the oath
3 or declaration filed to complete the prior application introduced new matter therein.
4 No abandonment or termination of proceeding has occurred in the above-identified
5 prior application.
6

7 The filing date of pending application Serial No. 08/623,610 is hereby
8 claimed under 35 U.S.C. §120.
9

10 A preliminary amendment is enclosed.
11

12 The Commissioner is hereby authorized to charge fees under 37 CFR §1.16
13 and §1.17 associated with this communication, or credit any overpayment to Deposit
14 Account No. 50-0463.
15

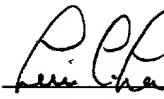
16 A previous assignment to Microsoft Corporation has been executed by the
17 inventors in the prior application, and is applicable to the present application. A
18 copy of the assignment is enclosed herewith.
19

20 A previous power of attorney in the prior application is given to Lewis C.
21 Lee, Reg. No. 34,656, Daniel L. Hayes, Reg. No. 34,618, Katie E. Sako, Reg. No.
22 32,628 and Daniel D. Crouse, Reg. No. 32,022. Please send correspondence to: LEE
23 & HAYES, PLLC, 421 W. Riverside Avenue, Suite 500, Spokane,
24 Washington, 99201. Direct telephone calls to: Lewis C. Lee (509) 324-9256.
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Respectfully Submitted,

Dated: July 8, 1999

By: 
Lewis C. Lee
Reg. No. 34,656

09445638.070899

1 **IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

2 **Priority** Application Serial No.08/623,610
 3 **Priority** Filing Date March 29, 1996
 4 Inventor..... Shoff et al.
 5 **Priority** Group Art Unit.....2711
 6 **Priority** Examiner R. House
 7 Attorney's Docket No.MS1-089USC1
 8 Title: Interactive Entertainment System for Presenting Supplemental Interactive
 9 Content Together with Continuous Video Programs

10 **PRELIMINARY AMENDMENT**

11 To: Commissioner of Patents and Trademarks,
 12 Washington, D.C. 20231

13 From: Lewis C. Lee (Tel. 509-324-9256; Fax 509-928-2642)
 14 Lee & Hayes, PLLC
 15 421 W. Riverside Avenue, Suite 430
 16 Spokane, WA 99201

17 **In the Claims:**

18 Claims 1-55 are contained in the Application as filed.

19 Kindly cancel claims 1-55.

20 Please add the following new claims 56-74.

21 --56. A viewer computing unit for receiving and displaying continuous
 22 video content programs, comprising:

23 a memory;

24 a processor programmed to determine whether the video content programs
 25 are interactive;

 a tuner to tune to channels carrying the video content programs; and

an Internet browser stored in the memory, the Internet browser being dynamically loadable for execution on the processor when the tuner is tuned to a channel carrying a video content program that is interactive.--

--57. A viewer computing unit as recited in claim 56, and further comprising:

an electronic programming guide (EPG) stored in the memory and executable on the processor to organize programming information, the EPG associating a target specification to a target resource with a video content program; and

the Internet browser activating the target resource when the tuner is tuned to the video content program. --

--58. A method for presenting an interactive program, comprising the following steps:

receiving a program as a continuous stream of video data;
receiving digital data for supporting interactive functionality in relation to the program;
displaying the program within a program boundary on a visual display screen;
presenting supplemental content from the digital data in a presentation format on the visual display screen which enables the interactive functionality;
dynamically controlling location and shape of the program boundary and the presentation format of the supplemental content relative to the program boundary on the visual display screen; and

1 presenting the supplemental content outside of the program boundary.--

2
3 --59. A method for presenting an interactive program, comprising the
4 following steps:

5 receiving a program from a first source as a continuous stream of video
6 data;

7 receiving digital data from a second source that is different than the first
8 source for supporting interactive functionality in relation to the program;

9 displaying the program within a program boundary on a visual display
10 screen;

11 presenting supplemental content from the digital data in a presentation
12 format on the visual display screen which enables the interactive functionality; and

13 synchronizing presentation of the supplemental content to corresponding
14 points in the program.--

15
16 --60. A computer programmed to perform the following steps:

17 receiving a program from a first source as a continuous stream of video
18 data;

19 receiving digital data from a second source that is different than the first
20 source for supporting interactive functionality in relation to the program;

21 displaying the program within a program boundary on a visual display
22 screen;

23 presenting supplemental content from the digital data in a presentation
24 format on the visual display screen which enables the interactive functionality; and
25

1 dynamically controlling location and shape of the program boundary and
2 the presentation format of the supplemental content relative to the program
3 boundary on the visual display screen.--

4
5 --61. A computer-implemented method for activating interactive
6 supplemental content for a video content program upon tuning to a channel
7 carrying the program, comprising the following steps:

8 determining if the program is interactive compatible, where interactive
9 compatible programs are associated with target resources containing data which
10 support interactive functionality in conjunction with the associated programs, the
11 target resources being located by corresponding target specifications; and

12 in an event that the program is interactive compatible, retrieving a target
13 specification associated with the program and dynamically launching an Internet
14 browser to activate the target resource in support of interactive functionality for the
15 associated program.--

16
17 --62. A computer-implemented method as recited in claim 61, wherein the
18 target specifications are correlated with associated programs in a program listing,
19 and further comprising the following steps:

20 checking the program listing to ascertain whether the program is interactive
21 compatible; and

22 determining that the program is interactive compatible by presence of a
23 target specification being associated with the program in the program listing.--

24
25 --63. A computer programmed to perform the steps recited in claim 61.

1
2 --64. A computer-implemented method for activating interactive
3 supplemental content for a video content program upon tuning to a channel
4 carrying the program, comprising the following steps:

5 determining if the program is interactive compatible by checking a channel
6 separate from said program channel for presence of the supplemental content in
7 conjunction with the program being received on said program channel, where
8 interactive compatible programs are associated with target resources containing
9 data which support interactive functionality in conjunction with the associated
10 programs, the target resources being located by corresponding target
11 specifications; and

12 in an event that the program is interactive compatible, retrieving a target
13 specification associated with the program and dynamically launching an Internet
14 browser to activate the target resource in support of interactive functionality for the
15 associated program.--
16

17 --65. A computer-implemented method for activating interactive
18 supplemental content for a video content program upon tuning to a channel
19 carrying the program, comprising the following steps:

20 determining if the program is interactive compatible, where interactive
21 compatible programs are associated with target resources containing data which
22 support interactive functionality in conjunction with the associated programs, the
23 target resources being located by corresponding target specifications;

24 displaying an icon to visually inform the viewer that the program is
25 interactive compatible; and

in an event that the program is interactive compatible, retrieving a target specification associated with the program and launching an Internet browser to activate the target resource in support of interactive functionality for the associated program.--

--66. A computer-implemented method for activating interactive supplemental content for a video content program upon tuning to a channel carrying the program, comprising the following steps:

determining if the program is interactive compatible, where interactive compatible programs are associated with target resources containing data which support interactive functionality in conjunction with the associated programs, the target resources being located by corresponding target specifications;

displaying the interactive supplement content in response to the viewer activating the icon; and

in an event that the program is interactive compatible, retrieving a target specification associated with the program and launching an Internet browser to activate the target resource in support of interactive functionality for the associated program.--

--67. A computer-implemented method for activating interactive supplemental content for a video content program upon tuning to a channel carrying the program, comprising the following steps:

determining if the program is interactive compatible, where interactive compatible programs are associated with target resources containing data which

in an event that the program is interactive compatible, retrieving a target specification associated with the program and launching an Internet browser to activate the target resource in support of interactive functionality for the associated program; and

automatically displaying the interactive supplement content together with the interactive compatible program.--

--68. A method for creating a data structure in a storage medium that is used to organize programming information, comprising the following steps:

forming data fields in a storage medium to hold programming information pertaining to video content programs, some of the data fields holding text-based data; and

adding a target specification which references a target resource containing data that supports interactive functionality with respect to various ones of the video content programs by at least one of (1) forming a separate data field to hold the target specification for an associated video content program, or (2) embedding the target specification within the text-based data held in a data field.--

--69. A computer programmed to perform the steps recited in claim 68.--

--70. A storage medium having a data structure created according to the steps recited in claim 68.--

1 --71. A method for authoring an interactive entertainment program,
2 comprising the following steps:

3 constructing digital data to support interactive functionality with a video
4 content program, the digital data being configured to permit a viewer to
5 interactively control display of supplemental content along with the video content
6 program;

7 defining a display layout of how the supplemental content and the video
8 content program are displayed in relation to one another;

9 developing timing information to synchronize presentation of the
10 supplemental content in conjunction with the video content program; and

11 encoding the digital data with instructions to dynamically change the
12 display layout of the supplemental content and the video content program and to
13 alter the display layout of the supplemental content and the video content program
14 in response to the timing information.--

15
16 --72. A method for authoring an interactive entertainment program,
17 comprising the following steps:

18 constructing digital data to support interactive functionality with a video
19 content program, the digital data being configured to permit a viewer to
20 interactively control display of supplemental content along with the video content
21 program;

22 defining a display layout of how the supplemental content and the video
23 content program are displayed in relation to one another;

24 encoding the digital data with instructions to dynamically change the
25 display layout of the supplemental content and the video content program; and

1 storing the digital data with instructions as a target resource in a storage
2 medium.--

3
4 --73. A target resource stored in a storage medium which is constructed
5 according to the steps recited in claim 39.--

6
7 --74. A computer programmed to perform the following steps:
8 constructing digital data to support interactive functionality with a video
9 content program, the digital data being configured to permit a viewer to
10 interactively control display of supplemental content along with the video content
11 program;

12 defining a display layout of how the supplemental content and the video
13 content program are displayed in relation to one another; and

14 encoding the digital data with instructions to dynamically change the
15 display layout of the supplemental content and the video content program.--

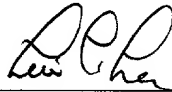
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1 **Conclusion**

2 All pending claims 56-74 are in condition for allowance. Applicant
3 respectfully requests prompt issuance of the subject application.

4
5 Respectfully Submitted,

6 Date: July 8, 1999

7 By: 
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICATION FOR LETTERS PATENT

**Interactive Entertainment System For Presenting
Supplemental Interactive Content Together With
Continuous Video Programs**

Inventor(s):

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Valerie Bronson

Joseph Matthews, III

Frank Lawler

ATTORNEY'S DOCKET NO. MS1-089US

09349638-070899

668020" 8E964E60

1 **TECHNICAL FIELD**

2 This invention relates to interactive entertainment systems, such as
3 interactive television or interactive computing network systems. More
4 particularly, this invention relates to methods for presenting supplemental
5 interactive content in conjunction with continuous video programs to enable
6 viewer interactivity with the otherwise non-interactive video programs.

7
8 **BACKGROUND OF THE INVENTION**

9 Video content programs, such as TV shows and pay-per-view movies, are
10 delivered to a viewer as a continuous data stream. Today, programs are most
11 commonly distributed using a wireless broadcast system, or a cable system. In the
12 first instance, the programs are broadcast over a wireless network and received at
13 individual homes through an antenna or satellite dish. In the latter case, the
14 programs are transmitted over cable to set-top boxes resident in the viewers'
15 homes.

16 In broadcast distribution systems, there is no opportunity for interactive
17 control of the content by the viewer. The viewer simply has an option to watch the
18 program, change to a different program, or turn off the television. However, as
19 consumers have learned from playing video games on their televisions, non-
20 interactive viewing is not nearly as fun or sensory rich as interactive entertainment.

21 To enhance the traditional way of viewing television, there has been some
22 effort toward the production of interactive programming content. As presently
23 contemplated, additional interactive content is created to enhance the existing
24 traditional program. This supplemental content is played along with the
25 continuous video stream to enable viewers to interact with the program in a more

1 involved manner than simply watching it. The supplemental content might, for
2 example, ask the viewer questions about the episode, or play games with the
3 viewer that relate to the show, or describe behind-the-scenes aspects of making the
4 program. However, there remains a significant hurdle concerning how to create
5 and distribute interactive programs.

6 Apart from the TV environment, however, computer users are familiar with
7 interactive content on their computers. Many users own interactive multimedia
8 CD-ROM applications that combine video, audio, pictures, text, and other content
9 into a rich and responsive presentation. Familiar examples of interactive computer
10 applications include games (e.g., Myst from Broderbund), educational programs
11 (e.g., Reader Rabbit series from the Learning Company or Magic Schoolbus series
12 from Microsoft), and home entertainment (e.g., Encarta from Microsoft).

13 Interactive content is also available from online services over a public
14 network. Most notably, the Internet is emerging as a means for supplying video,
15 sound, pictures, text, and other multimedia rich resources to a user's computer.
16 Through the Internet, users can access a wide variety of resources that are
17 maintained on computers located around the world.

18 Resources available on the Internet are most commonly presented as
19 hypertext. "Hypertext," also referred to as "hypermedia," is a metaphor for
20 presenting information in which text, images, sounds, and actions become linked
21 together in a complex, non-sequential web of associations that permit a user to
22 browse through related topics, regardless of the presented order of the topics.
23 Hypermedia content is widely used for navigation and information dissemination
24 on the "World-Wide Web" (WWW or Web) of the Internet. An application
25

1 program referred to as a "Web browser" is normally used to retrieve and render
2 hypermedia content from the WWW.

3 Despite the development of interactive entertainment in the computer
4 sector, there has been little activity spilling over into the traditional television
5 world. The TV environment poses a problem in that the programs are typically
6 delivered as a broadcast of a continuous data stream, which inherently does not
7 support interactive control. Interlacing interactive content presents a difficult
8 design issue.

9 One proposed solution is a technology referred to as "Intericast technology"
10 which is available from the Intericast Industry Group, a consortium of leading
11 television networks, program hardware vendors, and software vendors. The
12 Intericast technology presents both television programs and Internet data together
13 on the same television or computer monitor, but with separate and predefined
14 panes.

15 Fig. 1 shows a screen 14 (television or computer monitor) which illustrates
16 the Intericast technology. The screen 14 is divided into panes, as represented by
17 panes 16-18. Pane 16 contains the television program resulting from the video
18 data. Pane 17 contains a hypermedia document, such as a Web page, that is
19 provided by the Internet data. A third pane 18 can be used to show additional data,
20 such as advertisements or the like.

21 The Internet data is combined with the video data of the television program
22 to form a single signal that is broadcast to the viewer. The Internet data is
23 transmitted during the vertical blank interval (VBI) between successive frames of
24 the video data. The Internet data and video data are separated at the viewer's
25 computer and presented simultaneously within their respective panes.

1 The drawback with the Intericast technology is that it rigidly adheres to the
2 paned presentation. The television pane 16 is a self-contained pane which is
3 dedicated to showing only the video program, and the Web pane 17 is a separately
4 self-contained pane which is reserved exclusively for Web content. Content
5 providers who develop the Internet data have no control over how the television
6 program and interactive supplemental content is presented to the viewer. They can
7 simply control how the data is presented within its own box 17. Accordingly, the
8 content providers are significantly limited in what they can create in the way of a
9 full interactive media event.

10 The inventors have developed a better way of creating and distributing
11 interactive programming that frees the content providers of these restrictions.

12 13 SUMMARY OF THE INVENTION

14 This invention concerns an interactive entertainment system for supplying
15 interactive supplemental content along with continuous video content programs to
16 viewers. The programs are supplied from a program provider, such as a cable
17 headend or a broadcast station, over a distribution network to a viewer computing
18 unit. The programs are continuous, non-interactive data streams, such as television
19 shows, movies, or other video content.

20 The viewer computing unit is implemented as a television, a television/set-
21 top box unit, a personal computer, or the like. It has a processor and memory. An
22 electronic programming guide (EPG) is stored in the memory and executable on
23 the processor to organize programming information that is descriptive of the video
24 content programs. The EPG maintains a data field that indicates whether the video
25 content program is interactive. The EPG data field contains a pointer, universal

1 resource locator, or other target specification to the target resource that supports
2 the interactive content and correlates this data field with the particular program
3 that the supplemental content is designed to enhance. Accordingly, if a target
4 resource is listed in conjunction with a particular program, the program is
5 recognized as being interactive. The supplemental content can be developed and
6 provided by the same provider that distributes the video content program, or by an
7 independent service provider.

8 When the viewer tunes to a particular channel, the viewer computing unit
9 consults the EPG to determine if the present program is interactive. If it is, the
10 viewer computing unit launches an interactive support module, such as an Internet
11 browser. This browser is kept in memory and is dynamically loadable for
12 execution on the processor when the viewer tunes to a channel carrying a video
13 content program that the EPG identifies as interactive. The viewer computing unit
14 also depicts a small icon or other indicia to alert the viewer that the program is
15 interactive. The viewer can click on or otherwise activate the icon to enter the
16 interactive mode and display the supplemental content. As an alternative, the
17 supplemental content can be automatically displayed in response to launching the
18 Internet browser.

19 The Internet browser uses the target specification in the EPG to start the
20 target resource. The target resource contains the supplemental content to enhance
21 the television program. The supplemental content might be, for example,
22 questions about the program, games, trivia information, facts about the actors and
23 producers, information on other episodes, advertisements, a listing of products or
24 memorabilia about the program, and so on. The supplemental content and
25

1 program can be transmitted together as a single signal, which is separated at the
2 viewer computing unit, or separately over two channels or two different networks.

3 The target resource also contains display layout instructions prescribing
4 how the supplemental content and the video content program are to appear in
5 relation to one another when displayed on the television or monitor. When the
6 data from the target resource is downloaded to the viewer computing unit, the
7 processor is responsive to the layout instructions obtained from the target resource
8 to display the supplemental content concurrently with the video content program.

9 Embedding the layout instructions in the supplemental content
10 advantageously returns control of the presentation to the content developers. The
11 developers can now arrange the data and video in any manner they choose. The
12 developers are not restricted to specific fixed panes, as in the prior art.

13 14 **BRIEF DESCRIPTION OF THE DRAWINGS**

15 Fig. 1 is an illustration of a screen showing a paned presentation format for
16 presenting television programs and Internet data according to prior art Intericast
17 technology.

18 Fig. 2 is a diagrammatic illustration of an interactive entertainment system
19 according to one implementation. The Fig. 2 implementation is representative of
20 an interactive TV system.

21 Fig. 3 is a simplified example of data fields in a data structure maintained
22 by an electronic programming guide.

23 Fig. 4 is a diagrammatic illustration of an interactive entertainment system
24 according to a second implementation, which is representative of an interactive
25 integrated PC-TV system.

1 Fig. 5 is a block diagram of a viewer computing unit according to an aspect
2 of this invention.

3 Figs. 6 and 7 show a flow chart for operating an interactive entertainment
4 system.

5 Fig. 8a-8c are a series of exemplary screen illustrations showing different
6 display layouts of the video program and the supplemental content.

7 Fig. 9 is a flow chart of a method for authoring an interactive entertainment
8 program.

9 10 **DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT**

11 Fig. 2 shows an interactive entertainment system 20 implemented as an
12 interactive television (ITV) system. System 20 includes a centralized headend 22
13 which is configured to provide continuous video content programs to multiple
14 subscribers. These programs might include traditional broadcast TV shows,
15 movies, games, and the like. The programs are transmitted as a continuous data
16 stream, which is non-interactive in itself.

17 Each subscriber has a viewer computing unit 24. In the illustrated
18 implementation, the viewer computing unit is embodied as a set-top box (STB) 26
19 coupled to a television (TV) 28. The STB 26 receives digital video signals from
20 headend 22 and controls which programs are displayed on the TV 28. The STB 26
21 is controlled by the viewer through use of a panel control located on its face, or a
22 hand held remote control unit 30. Instead of a separate STB, however, a viewer
23 computing unit can be incorporated in the TV itself. In addition to televisions, the
24 viewer computing unit might be implemented with other types of visual display
25

1 units, such as a computer monitor, as is described below with respect to the Fig. 4
2 implementation.

3 Each viewer computing unit 24 is configured to run an electronic program
4 guide (EPG). The EPG provides an on-screen listing of various programs or
5 program titles. The listing is organized in a predetermined arrangement that is
6 displayed on the television. The EPG might also include other program
7 descriptive information, including whether the program is provided in closed
8 caption or stereo.

9 Headend 22 is interconnected to the subscribers via a distribution structure
10 or network 32. The distribution structure 32 can be implemented in different
11 ways. One implementation is a multi-tier network which includes a high-speed,
12 high-bandwidth fiber optic cable network between the headend and regional
13 distribution nodes (not shown), and conventional home entry lines, such as
14 twisted-pair lines or coaxial cable, between the distribution nodes and viewer
15 computing units. Other implementations include satellite communications (e.g.,
16 DSS technologies), RF communication, or other wireless technologies. Moreover,
17 the network can be constructed using a combination of wireless and wire-based
18 technologies.

19 In the illustrated implementation, the network 32 provides both the pipeline
20 for distribution of programs from the headend to the subscriber, as well as a back
21 channel which enables communication from the subscriber to the headend. The
22 back channel permits the viewer to send requests and instructions to the headend to
23 facilitate interactive control.

24 Headend 22 provides video content programs to the viewer computing unit
25 24. The programs are embodied as video data streams that are transmitted from

1 headend 22 over distribution structure 32 to the viewer computing unit. The
2 headend maintains a database of programs 40 that can be served by a continuous
3 media server 42 to individual viewers in an on-demand mode. The headend can
4 also retransmit to its subscribers broadcast video signals that it receives from
5 another source, such as a satellite feed or another cable system. The video data
6 streams are sent to the viewer computing units in digital or analog format.

7 An EPG server 44 is provided at headend 22 to serve the programming
8 information needed by the EPG at the viewer computing unit 24. The EPG server
9 44 is implemented as a structured query language (SQL) database 46 with records
10 containing information relating to available shows or programs.

11 The headend 22 further includes an enhanced content server 52 which
12 serves supplemental interactive content to the viewer computing units to enhance
13 or supplement the continuous video streams served by the continuous media server
14 42. The supplemental content is stored digitally in database 54 and can be text,
15 graphics, video, picture, sound, or other multimedia types. Examples of
16 supplemental content include trivia questions or games related to the program,
17 advertisements, merchandise or other memorabilia, hyperlinks to similar programs
18 of similar type or starring the same actor/actress, and so on.

19 In the implementation described herein, the supplemental content is
20 constructed as a hypertext file which is rendered by a browser. Hypertext, or
21 hypermedia, is a metaphor for presenting information in which text, images,
22 sounds, and actions become linked together in a complex, non-sequential web of
23 associations that permit a user to browse through related topics, regardless of the
24 presented order of the topics. Hypermedia content is widely used for navigation
25

1 and information dissemination on the "World-Wide Web" (WWW or Web) of the
2 Internet.

3 Hypermedia content is commonly organized as documents with embedded
4 control information. The embedded control information includes formatting
5 specifications, indicating how a document is to be rendered by the browser. In
6 addition, such control information can include links or "hyperlinks," which are
7 symbols or instructions telling the browser where to find other related documents
8 on the Internet. A hyperlink includes a label, which is typically rendered as a
9 graphical icon or as highlighted keywords, and an underlying target specification.
10 The target specification is set forth in the underlying hypermedia document, but is
11 normally invisible to the user. The target specification unambiguously identifies a
12 targeted document or resource, specifying the name of the computer on which the
13 document resides and the complete file name of the document.

14 In concept, the target resource can be virtually any type of object—
15 including executable programs, text or multimedia documents, sound clips, audio
16 segments, still images, computers, directories, and other hyperlinks. In WWW
17 documents, hyperlink targets are most often files that can reside on any computers
18 connected to the Internet. However, a hyperlink target can also be a particular
19 location within a document, including the document that is currently being
20 rendered. Hypertext usage is not limited to the Internet. Various multimedia
21 applications utilize hypertext to allow users to navigate through different pieces of
22 information content.

23 Fig. 3 shows an example data structure 48 which is used by the EPG
24 database 46 to organize programming information and to correlate target
25 specifications with the programs. The data structure includes a number of data

1 records comprising various data fields 50 for holding programming information.
2 The data fields contain program titles, actor names, whether the program has
3 closed captioning or stereo audio, the scheduled time of the program, the network
4 name, and description text. Each program record in the data structure 48 also
5 holds pointers to storage locations within the continuous media server 42 which
6 hold the video data streams of the programs corresponding to the program records.

7 The data structure 48 includes a data field 58 for holding target
8 specifications which reference target resources supporting the supplemental
9 content. The data structure correlates the target specifications with the programs
10 by associating them within the same program record. The presence of a target
11 specification within the data field 58 indicates that the associated program is
12 interactive and that complementary content can be displayed in addition to the
13 program itself. The target specification can be implemented in different forms.
14 The target specification to the supplemental content stored at the headend which
15 enhances the "Murder, She Wrote" program is in the form of a pointer
16 "CONTENT1." The presence of this pointer in field 58 indicates that the program
17 "Murder, She Wrote" is interactive compatible and that the supplemental content
18 resides at a memory location identified by the pointer "CONTENT1." Similarly,
19 the programs "Seinfeld" and "Star Trek" are interactive compatible and have
20 associated supplemental content which are located by the hyperlink URLs in
21 corresponding data field 58. These URLs reference resources provided by
22 independent service providers (described below with reference to Fig. 4).

23 A URL (universal resource locator) is a type of target specification used in
24 WWW documents to describe everything about a particular resource that a
25 browser needs to know to request and render it. The URL describes the protocol a

1 browser should use to retrieve the resource, the name of the computer it is on, and
2 the path and file name of the resource.

3 The following is an example of a URL listed in the EPG data structure 48 in
4 association with the "Seinfeld" program:

5
6 `http://www.nbc.com/seinfeld`
7

8 The "http://" portion of the URL describes the protocol. The letters "http"
9 stand for HyperText Transfer Protocol, the set of rules that a browser will follow
10 to request a document and the remote server will follow to supply the document.
11 The "www.nbc.com" portion of the URL is the name of the remote host computer
12 which maintains the document. The last portion "/seinfeld" is the path and file
13 name of the document on the remote host computer.

14 The development of the EPG data structure 48 includes designating separate
15 data fields 50 within a storage medium for holding programming information, and
16 dedicating at least one of the data fields 58 to storing target specifications to
17 supplemental content. The target specifications can be in the form of memory
18 pointers, hyperlinks, URLs, or any other designation for referencing a location
19 containing supplemental content. For programs with no corresponding
20 supplemental content, the target specifications data field 58 is left empty.
21 However, for those programs with supplemental content, the target specification to
22 the target resource containing the supplemental content is entered in the data field
23 58 and correlated with the program. The correlation is provided through the data
24 structure by the placing the target specification within the same data record as the
25 program title and other information for a particular program. It is further noted

1 that the target resources can be embedded within other text-based data held in
2 other data fields 50 which also relate to the corresponding programs.

3 The same or a subset of data structure 48 is employed at the EPG
4 application running at the viewer computing unit in the home. The data records
5 stored at the headend on the EPG server are transmitted periodically in batch, or
6 individually, and cached at the local EPG. The local EPG is thus able to identify
7 whether a particular program is interactive compatible by quick reference to the
8 locally cached EPG data structure.

9 Fig. 4 shows an interactive entertainment system 60 according to a second
10 implementation which accommodates third party independent service providers.
11 Interactive entertainment system 60 includes headend 22 which supplies programs
12 and supplemental content to a viewer computing unit 62. In this implementation,
13 the viewer computing unit 62 is implemented as a computer 64 with a monitor 66,
14 a central processing unit 68, a keyboard 70, and a mouse 72 (although other input
15 devices can be used in addition to, or instead of, the keyboard and mouse).

16 The headend 22 serves the programs over a first network 74, which may be
17 implemented like the fiber optic distribution structure described above, or as a
18 satellite system or other wireless broadcast system, or as a conventional data
19 network. It is noted that other program providers may be used instead of a
20 headend, such as a broadcast station or an online service provider.

21 The interactive entertainment system 60 also includes multiple independent
22 service providers (ISPs), as represented by ISP 80, which distribute digital content
23 to the viewer computing unit 62 over a second network 82. An example of the
24 second network 82 is a public network, such as the Internet. The ISP 80 has a host
25 84 and a content database 86 to serve various multimedia content to the viewer's

1 computer. The ISP host 84 stores one or more target resources that can be
2 rendered by the viewer computing unit 62.

3 The supplemental content provided by the ISP 80 is correlated with the
4 programs by data structure 48 as described above. As shown in Fig. 3, the data
5 field 58 includes target specifications to supplemental content provided by servers
6 other than the program provider which distributes the show. In the illustrated
7 example, the programs Seinfeld and Star Trek have associated ISP-served content
8 which are located by the hyperlink URLs in corresponding data field 58. It is
9 further noted that a program might have more than one source of supplemental
10 content. The program record for "Star Trek" has two associated target
11 specifications, one that references a target resource at the host computer
12 "www.fox.com" and one that references a target resource at the host computer
13 "www.collections.com."

14 According to this Fig. 4 arrangement, the viewer computing unit 62
15 receives a non-interactive, continuous video stream from the headend 22, and
16 supplemental interactive content from either the headend 22 or from an
17 independent service provider 80. The supplemental content might therefore be
18 carried to the viewer's computer over the same channel as the program, over a
19 separate channel, or over a separate connection unrelated to the program channels.
20 The back channel for facilitating interactive control is provided through either
21 network 72 or 82.

22 In another implementation, the interactive content can be supplied locally
23 by a storage medium, such as a CD-ROM. Suppose, for example, a content
24 developer creates an interactive CD-ROM that can be played along with a
25 particular movie. The supplemental content is accessed via disk reads to the local

1 storage drive, rather than using URLs to target resources over a network. The
2 supplemental content is synchronized with the program using open loop control,
3 such as a start time followed by measurable ticks or by frame count.

4 Fig. 5 shows a viewer computing unit, referenced generally as numeral 90,
5 in more detail. The viewer computing unit 90 includes a processor 92, a volatile
6 memory 94, and a program memory 96. The viewer computing unit 90 also has at
7 least one receiver, and possibly two receivers, for receiving the video stream from
8 the headend and the digital supplemental data from the headend or ISP. The first
9 receiver is in the form of a tuner 98 which tunes to the channel or broadcast
10 frequency to receive a video data stream from a program source, such as the
11 headend, broadcaster, or other program provider. The second receiver, referenced
12 generally as 100, can be implemented as a second tuner for receiving the content
13 over a cable or wireless distribution network, or a modem for receiving the
14 supplemental content over the Internet or other data network.

15 The viewer computer runs an operating system 101 which supports multiple
16 applications. The operating system 101 is stored in memory and executes on the
17 processor. The operating system is preferably a multitasking operating system
18 which allows simultaneous execution of multiple applications. The operating
19 system 101 employs a graphical user interface windowing environment which
20 presents the applications or documents in specially delineated areas of the display
21 screen called "windows." One preferred operating system is a Windows® brand
22 operating system sold by Microsoft Corporation, such as Windows® 95 or
23 Windows® NT or other derivative versions of Windows®. However, other
24 operating systems which provide windowing environments may be employed, such
25

1 as the Macintosh operating system from Apple Corporation and the OS/2 operating
2 system from IBM.

3 A channel navigator application 102 is stored in program memory 96 and
4 executes on the processor 92 to control the tuners 98 and 100 to select a desired
5 channel for receiving the video content programs. An EPG application 104 is
6 stored in program memory 96 and executes on the processor 92 to organize
7 programming information downloaded from the EPG server at the headend. The
8 EPG 104 supports a displayable user interface (UI) which visually correlates
9 programs titles to scheduled viewing times and tuning information, such as a
10 channel, in a scrollable grid format. The viewer computing unit 90 also has an
11 interactive support module in the form of browser 106 which is kept in memory
12 96. The browser 106 is dynamically loaded on processor 92 when needed to
13 render content, such as a hypertext document, from an ISP or other content
14 provider. The browser can be implemented as a hyperlink browser, or more
15 particularly, as an Internet Web browser.

16 Although not shown, the viewer computer might also include on or more
17 storage drives, such as a CD-ROM drive, to play interactive CD-ROMs in the
18 event that supplemental data is supplied locally on disk.

19 Figs. 6 and 7 show a method for operating an interactive entertainment
20 system to enhance a conventional continuous video data stream, such as a
21 television show, with interactive supplemental content. This method is described
22 with additional reference to the screen displays shown in Figs. 8a-8c.

23 The method begins when a viewer tunes to a particular channel (step 150 in
24 Fig. 6). The channel navigator 102 controls the tuner 98 to tune to the channel.
25 The viewer computing unit checks the appropriate channel and time slot of the

1 EPG data structure 48 to determine if the program being carried on the selected
2 channel at this time is interactive (step 152). As described above, the presence of a
3 target specification in the EPG data field 58 in association with the program is in
4 indication that the program is interactive compatible and that there is supplemental
5 content for the program. If the data field is empty, indicating that no supplemental
6 content exists (i.e., the "no" branch from step 154), the viewer computing unit
7 simply displays the video data stream being received through the tuner 98 (step
8 156).

9 A run-time technique can alternatively be used for detecting whether a
10 program is interactive compatible. Rather than checking the EPG data field, the
11 viewer computing unit checks a dedicated channel for the existence of new
12 supplemental content data. The dedicated channel is separate from the selected
13 channel carrying the program so that the supplemental content is received by the
14 viewer computing unit currently with the program video data. The existence of a
15 supplemental content data stream over the dedicated channel indicates that the
16 program being received on the selected channel is interactive compatible. This
17 technique can be carried out without reference to the EPG listing.

18 If the program is interactive compatible (i.e., the "yes" branch from step
19 154), the viewer computing unit retrieves the target specification from the EPG
20 data structure (step 158 in Fig. 6). The target specification might be a pointer to a
21 memory location at the headend, or a pointer to a memory location on a locally
22 running CD-ROM, or a hyperlink to a target resource located at an independent
23 service provider. The hyperlink browser 106 is loaded onto the processor to render
24 the target resource referenced by the target specification (step 160).
25

The target resource contains digital data which supports interactive functionality in conjunction with the associated video content program. The digital data defines the supplemental content to enable viewer interactivity with the video content program. The digital data also defines a display layout prescribing how the supplemental content and the video program are to appear in relation to one another when displayed on the screen.

The digital data further defines timing information to synchronize presentation of the supplemental content with the video content program. This timing information can be implemented in many different ways. One approach is to coordinate the supplemental content to a particular program start time, and then carefully measure time from that start time to synchronize presentation of the supplemental content with the appropriate points in the program. Another approach is to characterize the program in terms of frames, and key the introduction of supplemental content to the frame numbers.

The video stream and supplemental content can be transmitted together, as a single signal, or separately. In the former implementation, the digital data is packaged with the video stream and transmitted as one signal from the headend. The viewer computing unit receives the single signal at tuner 98 and separates the digital data from the video signal (steps 172 and 174). In the latter implementation, the video data stream is received over the selected channel via

At the viewer computing unit, the digital data is deconstructed to extract the timing information and the display layout from the supplemental content (step 176 in Fig. 6 and step 178 in Fig. 7). The display layout defines a program boundary within which the program is displayed to the viewer. The program boundary is sized and shaped according to parameters prescribed in the display layout. As the size and shape changes, the processor scales the video data for display within the program boundary at that instance (step 180 in Fig. 7).

The display layout also defines how the supplemental content is illustrated along with the program. The display layout prescribes the size, style, location, and other parameters for presenting the supplemental content. For instance, the supplemental content might be at least partly overlaid on the video program, or provided as a wrapper around, or along side, the program. The supplemental content is displayed according to this display layout and synchronized to the program according to the timing information (step 182 in Fig. 7). As an example, the supplemental content might be a trivia game which quizzes the viewer as to possible outcomes of various scenes. The questions are displayed on the screen according to the display layout and are timed using the timing information to coincide with the part of the program to which the questions pertain.

1 Fig. 8b illustrates a screen 200 that is part of the interactive mode. Here,
2 the video program is constrained within a program boundary 210 which is less
3 than full-screen size. The program boundary 210 has been reduced in comparison
4 to the full-size presentation of Fig. 8a to make room for the supplemental content.
5 In this illustration, the supplemental content consists of a main menu having soft
6 buttons 212-221, a highlighter or cursor icon 224, graphics bars 226, and a text
7 block 228 to hold the program title. The soft buttons 212-221 present various
8 control options to the viewer to invite interactive involvement with the program.

9 The illustrated screen is taken from an interactive program based on a Star
10 Trek episode. To provide an example of the main menu, the soft buttons 212-216
11 represent actions for calling up related TV shows and movies. For instance, button
12 212 relates to the original Star Trek series; button 213 concerns The Next
13 Generation series; button 214 represents the Deep Space Nine series; button 215
14 represents the Voyager series; and button 216 relates to the various motion
15 pictures.

16 Soft button 217 is an access/classified toggle which allows selection of one
17 of two levels of interactivity. "Access" serves as a default mode of interactivity
18 which contains the main menu functionality. The screen of Fig. 8b is an example
19 of the access mode of interactivity. A voice-over narrative announces the mode
20 when selected by button 217. Once in the access mode, the broadcast video stream
21 is shrunk to fit within the smaller program boundary 210 to accommodate the main
22 menu graphics. The alternate mode of interactivity, or "classified" mode, contains
23 time-linked contextual information to provide a second tier of information. Fig.
24 8c, shown below, is an example of the classified mode of interactivity.

1 Soft buttons 218-220 enable selection of different types of supplemental
2 content. Button 218 relates to an encyclopedia containing numerous facts and
3 information about the program. In the Star Trek program, for example, the
4 encyclopedia might contain information on aliens, behind-the-scenes tidbits, cast
5 and crew biographies, facts on other episodes, interviews with the actors/actresses,
6 a technical manual explaining intricacies of starship operation and travel, and
7 various timelines.

8 Button 219 is associated with a program guide, which provides a listing of
9 current Star Trek shows for a two week period. The program guide also permits
10 the user to change channels to another channel carrying a Star Trek show, if
11 available.

12 Button 220 allows selection of entertainment content, which includes trivia
13 games related to the program and a merchandise catalog. The trivia games
14 segment allows viewers to compete against other regional competitors. The
15 catalog lists available merchandise related to the program that can be purchased by
16 the viewer.

17 The tenth button 221 is a quit button which allows the viewer to leave the
18 interactive mode and return to a full-screen display, as shown in Fig. 8a.

19 The program and supplemental content are displayed as prescribed by the
20 display layout. The digital data from the target resource, however, can
21 dynamically change the display layout. When the display layout is changed (i.e.,
22 the "yes" branch from step 184), the viewer computing unit re-sizes and/or
23 reshapes the program boundary 210 and location of the supplemental content to
24 achieve the presentation envisioned by the content developer (step 186). The
25 display layout can be changed for various reasons. The display layout might

1 change in response to viewer selection of a soft button, as is the case causing the
2 display layout change between Figs. 8b and 8c. The display layout might also be
3 altered automatically as part of the timing information. For instance, the digital
4 data might invoke a graphic or text to pop up on the screen at a timely point in the
5 program. Such real-time content includes, for example, trivia questions,
6 interesting facts, graphical or sound effects, and so forth that relate to specific parts
7 of the program.

8 Fig. 8c shows the screen 200 at another instance after the viewer has
9 selected soft button 220 to enter into a classified mode of interactivity. The main
10 menu is still present on the screen, but more contextual information is added in a
11 graphical format to represent an extension of the selected soft button 220. The
12 program boundary 210 is further reduced to accommodate the additional graphical
13 and textual information.

14 In this illustration, the viewer has selected the entertainment button 220 to
15 display the merchandise store. This layout places the video program box 210 in
16 the lower right hand corner of the screen, and leaves the remaining area of the
17 screen to be used for supplemental content. The supplemental content comprises a
18 secondary menu having actuatable soft buttons 232-237. The cursor symbol 224 is
19 movable among the various buttons and used to activate a selected button. The
20 buttons correspond to various types of merchandise, such as clothes, posters,
21 collectibles, memorabilia, and toys. There is also an order button 237 that permits
22 the user to place an order for a particular product. A picture window 240 is
23 arranged beside the secondary menu to show a picture of the merchandise
24 associated with the category indicated by the cursor symbol 224. A merchandise
25

1 description window 242 contains a brief description of the merchandise shown in
2 the picture window 240.

3 The system and method for presenting interactive entertainment programs is
4 advantageous as it returns the freedom of creativity to the content developer. By
5 embedding the display layout instructions within the digital data provided by a
6 target resource, the developer is empowered to create both the content and the
7 presentation format of how the content and broadcast program are displayed to the
8 viewer. The developer is free to control the location and shape of the broadcast
9 program window, as well as the presentation format of the supplemental content
10 relative to the program window. This facilitates a non-restrictive environment in
11 which the developer can create screens with optimal appeal to the viewer. No
12 longer is the developer simply developing content to be displayed within a fixed
13 pane that cannot be dynamically altered relative to the program.

14 The creative power is thus placed in the hands of the target resource author.
15 Fig. 9 shows a method for authoring an interactive entertainment program. The
16 author begins by developing the supplemental content which is to accompany a
17 particular television show or movie (step 250 in Fig. 9). The author designs the
18 presentation format for each scene of the program (step 252), and the timing
19 requirements for synchronizing the supplemental content with the broadcast video
20 stream (step 254).

21 In the implementation described herein, the supplemental content is
22 constructed as a hypertext document which can be rendered by a browser. To
23 control how the content is to be rendered, the author encodes the presentation
24 format and timing instructions as extension attributes to hyperlink codes. More
25 specifically, hypermedia content utilized by the WWW is commonly written using

what is referred to as a “markup language.” “SGML” (Standard Generalized Markup Language) is one such language, defined formally as “a language for document representation that formalizes markup and frees it of system and processing dependencies.” SGML is a language for describing the structure of documents and for describing a tagging scheme to delineate that structure within text. For creating hypermedia content, WWW documents utilize a subset of SGML called “HTML” (Hypertext Markup Language). An HTML textual document can be thought of as plain text that contains formatting instructions in the form of HTML markup codes or “tags.” Tags tell Web browsers how to render and print documents, and are also used to specify hyperlinks.

The following is a simple example of a start tag for an HTML hyperlink:

```
<A HREF="http://www.microsoft.com/upgrades">
```

The leading “A” in the start tag is the name of HTML element. The letter “A” indicates that the tag is an “anchor” tag—the type of tag that defines a hyperlink. The start tag contains an “attribute” indicating a target specification:

```
HREF="http://www.microsoft.com/upgrades".
```

The attribute name is “HREF” and the attribute value is “http://www.microsoft.com/upgrades.” HTML documents are organized according to various tags. Tags define the start and end of headings, paragraphs, lists, character highlighting and links, and so on.

The interactive entertainment system described herein supports conventional HTML documents as target resources. Accordingly, authors can use familiar HTML elements, such as Head, Body, and Character-Level elements, to construct a target resource. However, the inventors have also developed new types of tags, as well as extension attributes to existing HTML tags. The author of a target resource can use the new tags and extension attributes to formulate how and when the browser renders the supplemental content along with the continuous video stream. The new HTML extension attributes are given below in Table 1.

Table 1: HTML Extension Attributes

HTML Tag	Extension Attribute	Function
BODY	background	Specifies a URL for an image tile or MMS stream to cover the document background to yield a distinctive appearance.
IMG	dynsrc	Specifies the address of a video clip or broadcast source to be displayed.
FRAMESET	usedefault	Used to determine where the focus is located in a tab-based user interface within a FRAME by specifying the URL for the file containing the map, followed by a '#', followed by the name of the USEDEFAULT. If the argument to USEDEFAULT starts with a '#', the map is assumed to be in the same document as the USEDEFAULT tag

The new tags supported by the interactive entertainment system are provided in Table 2.

Table 2: HTML Tags

HTML Tag	Function	Permitted Attributes
ACTION	Controls update or display of sound or picture	<u>CELL</u> —identifies object in a GALLERY <u>HREF</u> —URL to resource or object <u>ID</u> —label or id for this element <u>TARGET</u> —where to perform action such as a FRAME or RENDERIMAGE element
EVENT	Associates trigger and action	<u>TRIGGER</u> --reference to TRIGGER element to be used with this event <u>ACTION</u> --reference to TRIGGER element to be used with this event - allow comment delimited list of actions to satisfy the need for multiple actions in response to a single trigger <u>ID</u> —name of event
GALLERY	Stores and coordinates collection of images	<u>SOURCE</u> —URL to actual graphic <u>ID</u> —name of gallery <u>ROWS</u> —height of each graphic cell <u>COLUMNS</u> —width of each graphic

		cell <u>TRANSPARENCY</u> —RGB value indicating background color
LOADFONT	Downloads and installs a font to be used	<u>HREF</u> - URL to font resource
RENDERIMAGE	Displays an image from the GALLERY	<u>REF</u> —name of GALLERY <u>CELL</u> —specifies individual cells containing image
TRANSITION	Defines screen change interim, fade to black, cut, and so on.	<u>TYPE</u> —type of transition <u>SPEED</u> —how fast does the transition occur, SLOWEST, SLOW, MEDIUM, FAST, FASTEST
TRIGGER	Defines when something is to occur	<u>ID</u> —name of this TRIGGER <u>TIME</u> —time in milliseconds since the last event

Using the supplemental content and HTML tags for timing and presentation format, the author constructs the target resource (step 256 in Fig. 9). The target resource is stored in a storage medium at a host computer and a target specification for referencing that location is defined (step 258). The author submits the target specification to the authority responsible for developing the programming information maintained in the EPG database. The target specification is stored in

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1 the appropriate data field of the EPG data structure which corresponds to the
2 program to which it pertains (step 260).

3 In compliance with the statute, the invention has been described in language
4 more or less specific as to structure and method features. It is to be understood,
5 however, that the invention is not limited to the specific features described, since
6 the means herein disclosed comprise exemplary forms of putting the invention into
7 effect. The invention is, therefore, claimed in any of its forms or modifications
8 within the proper scope of the appended claims appropriately interpreted in
9 accordance with the doctrine of equivalents and other applicable judicial doctrines.
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1 **CLAIMS**

2 ~~Cancel~~ 1. A viewer computing unit for receiving and displaying continuous
3 video content programs, comprising:

4 a memory;

5 a processor programmed to determine whether the video content programs
6 are interactive;

7 a tuner to tune to channels carrying the video content programs; and

8 an interactive support module stored in the memory, the interactive support
9 module being dynamically loadable for execution on the processor when the tuner
10 is tuned to a channel carrying a video content program that is interactive.

11 ~~Cancel~~ 2. A viewer computing unit as recited in claim 1, wherein the interactive
12 support module comprises a hyperlink browser.

13 ~~Amend~~ 3. A viewer computing unit as recited in claim 1, wherein the interactive
14 support module comprises an Internet browser.

15 ~~Amend~~ 4. A viewer computing unit as recited in claim 1, and further
16 comprising:

17 an electronic programming guide (EPG) stored in the memory and
18 executable on the processor to organize programming information, the EPG
19 associating a target specification to a target resource with a video content program;
20 and

21 the interactive support module activating the target resource when the tuner
22 is tuned to the video content program.
23
24
25

1
2 5. A viewer computing unit as recited in claim 4, wherein the target
3 resource contains supplemental content which is displayed concurrently with the
4 video content program to provide viewer interactivity with the video content
5 program and display layout instructions prescribing how the supplemental content
6 and the video content program are to appear in relation to one another when
7 displayed, the processor being responsive to the layout instructions obtained from
8 the target resource to display the supplemental content concurrently with the video
9 content program.

10
11 6. A viewer computing unit as recited in claim 4, further comprising:
12 a receiver coupled to the processor to receive both the video content
13 program and data supplied from the target resource.

14
15 7. A viewer computing unit as recited in claim 4, further comprising:
16 a first receiver coupled to the processor to receive the video content
17 program; and
18 a second receiver coupled to the processor to receive data supplied from the
19 target resource.
20
21
22
23
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25

1 ⁸ 8. In an interactive entertainment device having an ability to receive and
2 display television signals, the interactive entertainment device supporting a
3 displayable user interface (UI), a method for operating the interactive
4 entertainment device comprising the following step of displaying a hyperlink to a
5 target resource in the UI to enable a viewer to activate the target resource directly
6 from the UI by activating the hyperlink.

7
8 9. A method for enhancing a continuous video content program with
9 supplemental hyperlink content to provide viewer interactivity with the video
10 content program, comprising the following steps:

11 configuring digital data which defines a display layout prescribing how the
12 supplemental hyperlink content and the video content program are to appear in
13 relation to one another when displayed;

14 transmitting the digital data and the video content program to a viewer
15 computing unit; and

16 displaying the supplemental hyperlink content and the video content
17 program according to the display layout.

18
19 10. A method as recited in claim 9, further comprising the following
20 steps:

21 configuring the data to define multiple different display layouts that are
22 selectively displayed to the viewer depending upon the viewer's selections of
23 possible choices presented in the supplemental hyperlink content; and

24 dynamically changing the display layouts of the supplemental hyperlink
25 content and the video content program in response to said viewer's selections.

1
2 11. A method as recited in claim 9, wherein the transmitting step
3 comprises the step of transmitting the digital data along with the video content
4 program as the same signal.

5
6 12. A method as recited in claim 11, further comprising the following
7 steps:

8 receiving said signal containing the digital data and the video content
9 program at the viewer computing unit; and

10 separating the digital data from the video content program at the viewer
11 computing unit.

12
13 13. A method as recited in claim 9, wherein the transmitting step
14 comprises the step of transmitting the digital data along with the video content
15 program as two separate signals.

16
17 14. A method as recited in claim 13, further comprising the following
18 steps:

19 receiving a first signal containing the digital data using a first receiver at the
20 viewer computing unit; and

21 receiving a second signal containing the video content program using a
22 second receiver at the viewer computing unit.

1 15. A method as recited in claim 9, wherein the transmitting step
2 comprises the following steps:

A 3 transmitting the digital data as a first signal from a first source; and
4 transmitting the video content program as a second signal from a second
5 source that is different than the first source.

6
7 16. A method as recited in claim 9, wherein the configuring steps
8 comprises the step of creating an HTML document having HTML extension
9 attributes that assist in defining the display layout.

10
11 17. A method as recited in claim 16, further comprising the step of
A 12 creating the HTML document using at least one extension attribute selected from a
13 group comprising: a background extension attribute which specifies how a
14 background is to appear; an image source extension attribute which specifies an
15 address of a video source to be displayed; and a focus extension attribute to specify
16 where a focus indicia is located in the display.

17
18 18. A method as recited in claim 9, wherein the configuring steps
A 19 comprises the step of creating an HTML document having one or more HTML
20 tags that assist in defining the display layout.

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1 19. A method as recited in claim 18, further comprising the step of
2 creating the HTML document using at least one tag selected from a group of tags
3 comprising: a tag to control update or display of sound or pictures; a tag to store
4 and coordinate collections of images; a tag to control font styles; a tag to retrieve
5 and display one of the images; and a tag to describe transition from one screen
6 display to another.

7
8 20. A method for presenting an interactive program, comprising the
9 following steps:

10 receiving a program as a continuous stream of video data;
11 receiving digital data for supporting interactive functionality in relation to
12 the program;
13 displaying the program within a program boundary on a visual display
14 screen;
15 presenting supplemental content from the digital data in a presentation
16 format on the visual display screen which enables the interactive functionality; and
17 dynamically controlling location and shape of the program boundary and
18 the presentation format of the supplemental content relative to the program
19 boundary on the visual display screen.

20
21 21. A method as recited in claim 20, further comprising the step of
22 overlaying the supplemental content at least partly on the program displayed
23 within the program boundary.
24
25

1 *Accepted* 22. A method as recited in claim 20, further comprising the step of
2 presenting the supplemental content outside of the program boundary.

3
4 *Accepted* 23. A method as recited in claim 20, further comprising the step of
5 synchronizing presentation of the supplemental content to corresponding points in
6 the program.

7
8 *Accepted* 24. A computer programmed to perform the steps recited in claim 20.

9
10 25. A computer-implemented method for activating interactive
11 supplemental content for a video content program upon tuning to a channel
12 carrying the program, comprising the following steps:

13 determining if the program is interactive compatible, where interactive
14 compatible programs are associated with target resources containing data which
15 support interactive functionality in conjunction with the associated programs, the
16 target resources being located by corresponding target specifications; and

17 *Accepted* in an event that the program is interactive compatible, retrieving a target
18 specification associated with the program and launching code to activate the target
19 resource in support of interactive functionality for the associated program.

20
21 26. A computer-implemented method as recited in claim 25, wherein the
22 target specifications are correlated with associated programs in a program listing,
23 and further comprising the following steps:

24 checking the program listing to ascertain whether the program is interactive
25 compatible; and

1 determining that the program is interactive compatible by presence of a
2 target specification being associated with the program in the program listing.

3
4 **27.** A computer-implemented method as recited in claim 25, wherein
5 said determining step comprises the step of checking a channel separate from said
6 program channel for presence of the supplemental content in conjunction with the
7 program being received on said program channel.

8
9 **28.** A computer-implemented method as recited in claim 25, further
10 comprising the step of displaying an icon to visually inform the viewer that the
11 program is interactive compatible.

12
13 **29.** A computer-implemented method as recited in claim 28, further
14 comprising the step of displaying the interactive supplement content in response to
15 the viewer activating the icon.

16
17 **30.** A computer-implemented method as recited in claim 25, further
18 comprising the step of automatically displaying the interactive supplement content
19 together with the interactive compatible program.

20
21 **31.** A computer-implemented method as recited in claim 25, further
22 comprising the step of loading a hyperlink browser to activate the target resource.

23
24 **32.** A computer programmed to perform the steps recited in claim 25.
25

0934963.070899

33. A method for creating a data structure in a storage medium that is used to organize programming information, comprising the following steps:

forming data fields in a storage medium to hold programming information pertaining to video content programs, some of the data fields holding text-based data; and

adding a target specification which references a target resource containing data that supports interactive functionality with respect to various ones of the video content programs by at least one of (1) forming a separate data field to hold the target specification for an associated video content program, or (2) embedding the target specification within the text-based data held in a data field.

34. A computer programmed to perform the steps recited in claim 33.

35. A storage medium having a data structure created according to the steps recited in claim 33.

36. A method for authoring an interactive entertainment program, comprising the following steps:

constructing digital data to support interactive functionality with a video content program, the digital data being configured to permit a viewer to interactively control display of supplemental content along with the video content program;

defining a display layout of how the supplemental content and the video content program are displayed; and

1 encoding the digital data with instructions to dynamically change the
2 display layout of the supplemental content and the video content program.

3
4 37. A method as recited in claim 36, further comprising the step of
5 encoding the digital data with instructions to dynamically change the display
6 layout in response to viewer control.

7
8 38. A method as recited in claim 36, further comprising the following
9 steps:

10 developing timing information to synchronize presentation of the
11 supplemental content in conjunction with the video content program; and

12 encoding the digital data with instructions to alter the display layout of the
13 supplemental content and the video content program in response to the timing
14 information.

15
16 39. A method as recited in claim 36, further comprising the following
17 step of storing the digital data with instructions as a target resource in a storage
18 medium.

19
20 40. A target resource stored in a storage medium which is constructed
21 according to the steps recited in claim 39.

22
23 41. A computer programmed to perform the steps recited in claim 36.
24
25

1 **42.** A computer-implemented method comprising the following steps:
2 tuning to a channel;
3 determining if a video content program being carried on the channel is
4 interactive compatible as indicated by presence of a target specification provided
5 in association with the video content program;
6 in an event that the program is interactive compatible, retrieving the target
7 specification associated with the video content program on the channel;
8 launching a browser to activate a target resource located by the target
9 specification, the target resource containing digital data which supports interactive
10 functionality in conjunction with the associated video content program, the digital
11 data defining supplemental content to enable viewer interactivity with the video
12 content program and a display layout prescribing how the supplemental content
13 and the video content program are to appear in relation to one another when
14 displayed;
15 receiving the video content program over the channel;
16 receiving the digital data from the target resource; and
17 displaying the video content program and the supplemental content
18 according to the display layout prescribed in the digital data received from the
19 target resource.

20
21 **43.** A computer-implemented method as recited in claim 42, further
22 comprising the following steps:
23 correlating the target specifications with associated programs in an
24 electronic program guide (EPG); and
25

checking the EPG to ascertain whether the program is interactive compatible; and

determining that the program is interactive compatible by presence of a target specification in the EPG which is related to the program.

44. A computer-implemented method as recited in claim 42, further comprising the following steps:

displaying the video content program within a program boundary on a visual display screen;

presenting the supplemental content in a presentation format on the visual display screen; and

controlling location and shape of the program boundary and the presentation format of the supplemental content relative to the program boundary according to the display layout received from the target resource.

45. A computer-implemented method as recited in claim 44, further comprising the step of synchronizing presentation of the supplemental content to corresponding points in the video content program.

46. A computer-implemented method as recited in claim 42, further comprising the following steps:

receiving the video content program from a first source; and

receiving the digital data from the target resource at a second source different than the first source.

1 47. A computer-implemented method as recited in claim 42, wherein the
2 digital data at the target resource further defines timing information to synchronize
3 presentation of the supplemental content with the video content program, and
4 comprising the step of displaying the supplemental content at prescribed times
5 during the video content according to the timing information received from the
6 target resource.

7
8 48. A computer-implemented method as recited in claim 42, further
9 comprising the step of displaying an icon to visually inform the viewer that the
10 program is interactive compatible.

11
12 49. A computer-implemented method as recited in claim 48, further
13 comprising the step of displaying the supplement content in response to the viewer
14 activating the icon.

15
16 50. A computer-implemented method as recited in claim 42, further
17 comprising the step of automatically displaying the supplement content together
18 with the video content program.

19
20 51. A computer-implemented method as recited in claim 42, further
21 comprising the step of overlaying the supplemental content at least partly on the
22 video content program.

1 52. A computer-implemented method as recited in claim 42, further
2 comprising the step of presenting the supplemental content in an area surrounding
3 the video content program.

4
5 53. A computer programmed to perform the steps recited in claim 42.

6
7 54. A computer-readable storage medium containing a target resource,
8 the target resource comprising:

9 supplemental content for rendering to a viewer to supplement viewing of a
10 continuous, non-interactive video stream;

11 one or more elements prescribing how the supplemental content is to be
12 rendered along with, and relative to, the video stream.

13
14 55. A computer-readable storage medium as recited in claim 54 wherein
15 the target resource comprises an HTML document and the elements comprise
16 HTML tags and/or extension attributes for HTML tags.

1 **ABSTRACT**

2 An interactive entertainment system enables presentation of supplemental
3 interactive content along side traditional broadcast video programs, such as
4 television shows and movies. The programs are broadcast in a conventional
5 manner. The supplemental content is supplied as part of the same program signal
6 over the broadcast network, or separately over another distribution network. A
7 viewer computing unit is located at the viewer's home to present the program and
8 supplemental content to a viewer. When the viewer tunes to a particular channel,
9 the viewer computing unit consults an electronic programming guide (EPG) to
10 determine if the present program carried on the channel is interactive. If it is, the
11 viewer computing unit launches a browser. The browser uses a target specification
12 stored in the EPG to activate a target resource containing the supplemental content
13 for enhancing the broadcast program. The target resource contains display layout
14 instructions prescribing how the supplemental content and the video content
15 program are to appear in relation to one another when displayed. When the data
16 from the target resource is downloaded, the viewer computing unit is responsive to
17 the layout instructions obtained from the target resource to display the
18 supplemental content concurrently with the video content program. Embedding
19 the layout instructions in the supplemental content advantageously places control
20 of the presentation to the content developers. The developers are free to arrange
21 the data and video in any manner they choose.

Subject: Patent Summary: "Enhanced Broadcasts" MS# 39279 / MS1-089US

Invention Summary: This invention concerns a technique for placing graphics and other web stuff over or around a continuous video stream to enhance a broadcast. The system separates the program stream from the Web content so that they are not inseparably intertwined (as are the prior art). This allows the developer to design the overlay or enhancements in relation to the video picture however they wish. For instance, this approach enables the developer to move the web content around on the screen and to reposition or resize the video picture.

The viewer can activate the enhanced broadcast manually, by being told in the TV Guide that a particular program is interactive.

An alternative approach is to have the operating system intelligently determine whether the program is interactive. This is accomplished by placing a web extension into a separate field of the EPG. When the viewer tunes to a particular channel, the navigator checks the EPG to see this field contains an extension, indicating that the program is interactive. If so, the web browser can be launched automatically, or a visual cue (akin to the stereo icon) can be depicted on the TV to inform the viewer that the program is interactive.

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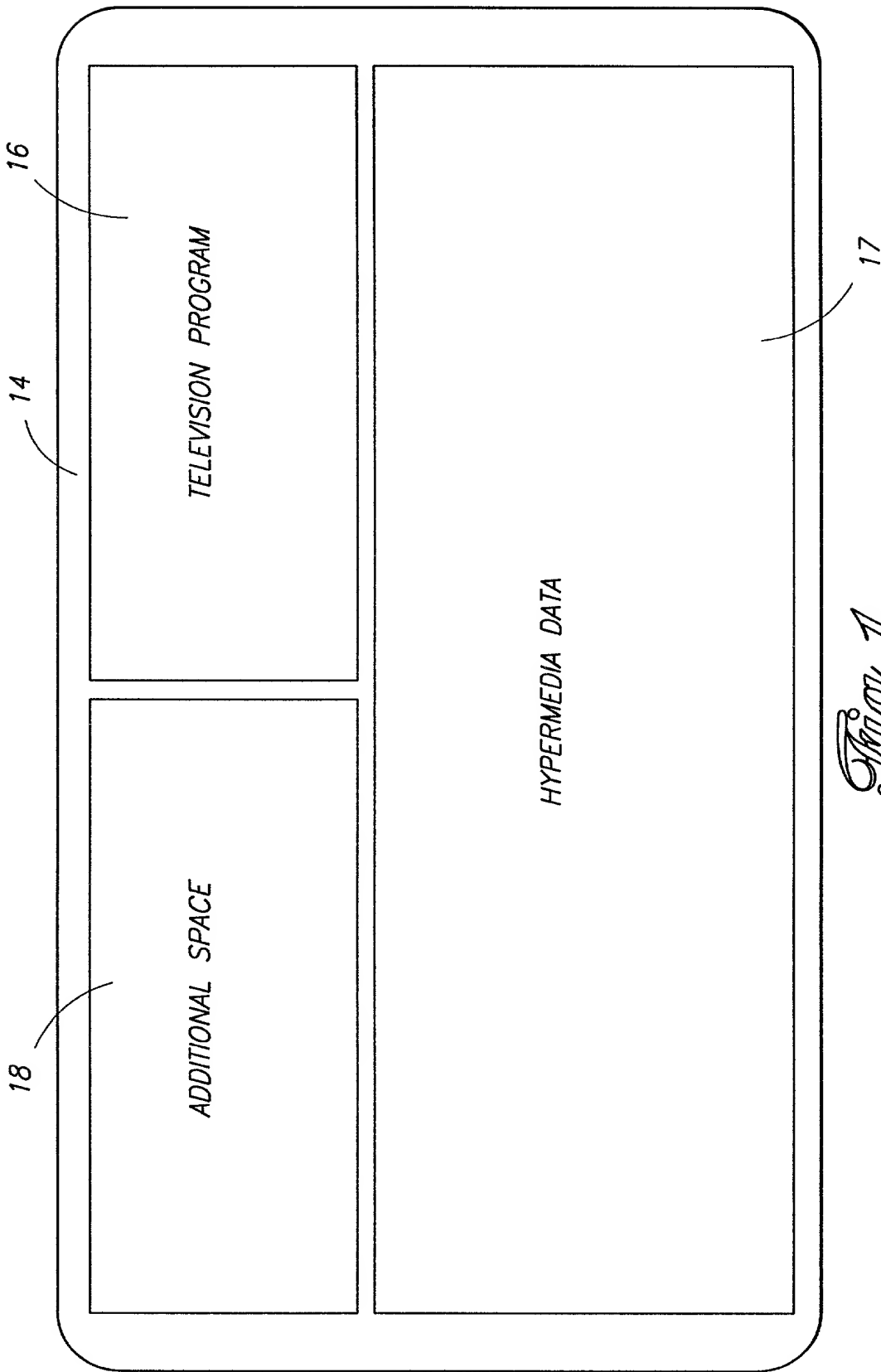
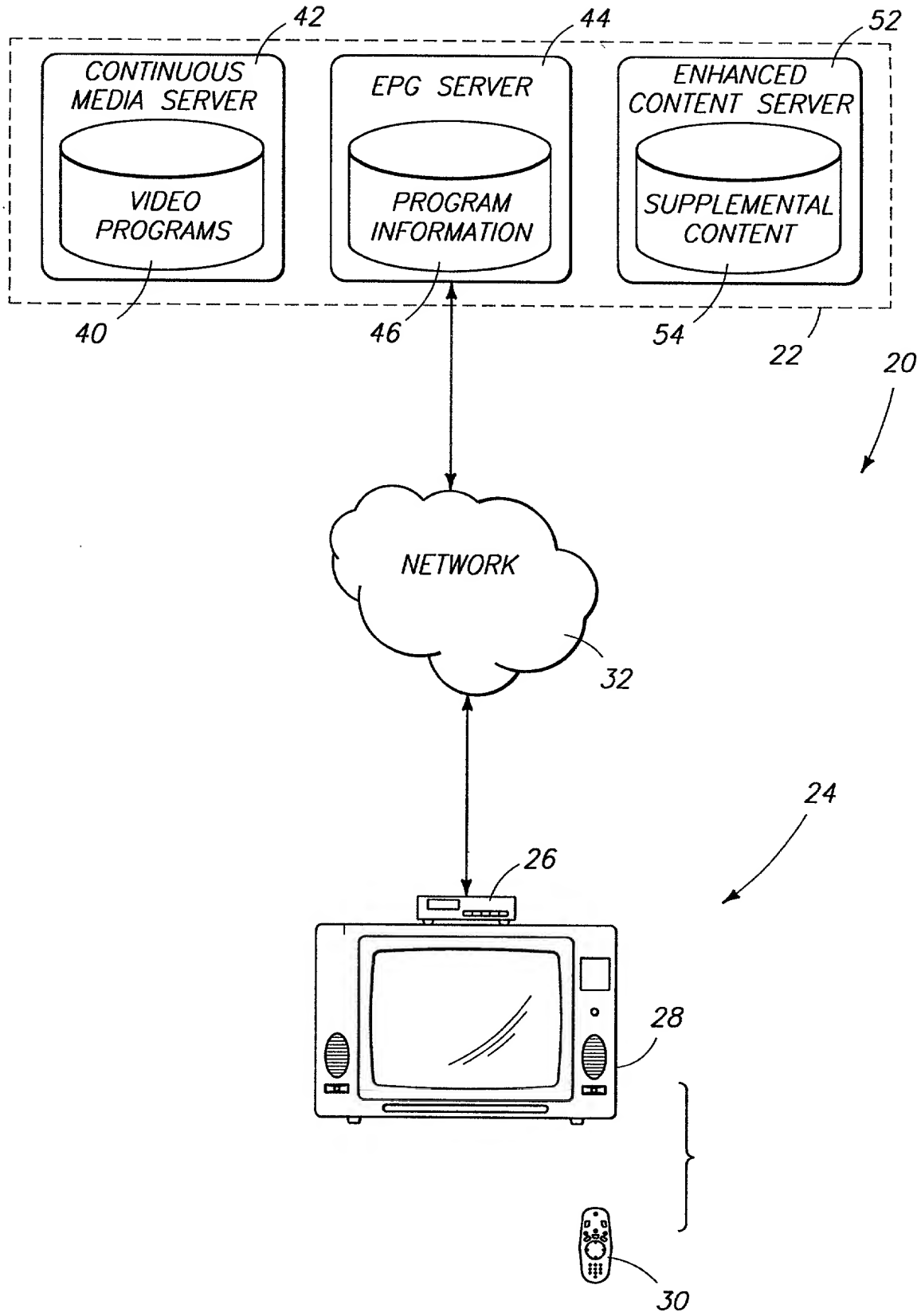


Fig 1
Prior Art

*Fig 2*

48

STORAGE POINTER	TITLE	ACTOR	CC	STEREO	TIME	NETWORK	SUPPLEMENTAL CONTENT	DESCRIPTION
PROG1	MURDER, SHE WROTE	LANDSBURY	YES	YES	8:00PM THURSDAY	CBS	CONTENT1	"The Secret of Gila Junction" Jessica...
PROG2	SEINFELD	SEINFELD	YES	YES	9:00PM THURSDAY	NBC	http://www.nbc.com/ seinfeld.html	"The Friars Club" Jerry tries...
PROG3	STAR TREK NEXT GEN.	STEWART	YES	YES	10:00PM FRIDAY	FOX	http://www.fox.com/ startrek.html http:// www.collections.com/ trekkicollectables.html	"Delta Vega" Picard is faced...

58

Fig 3

50

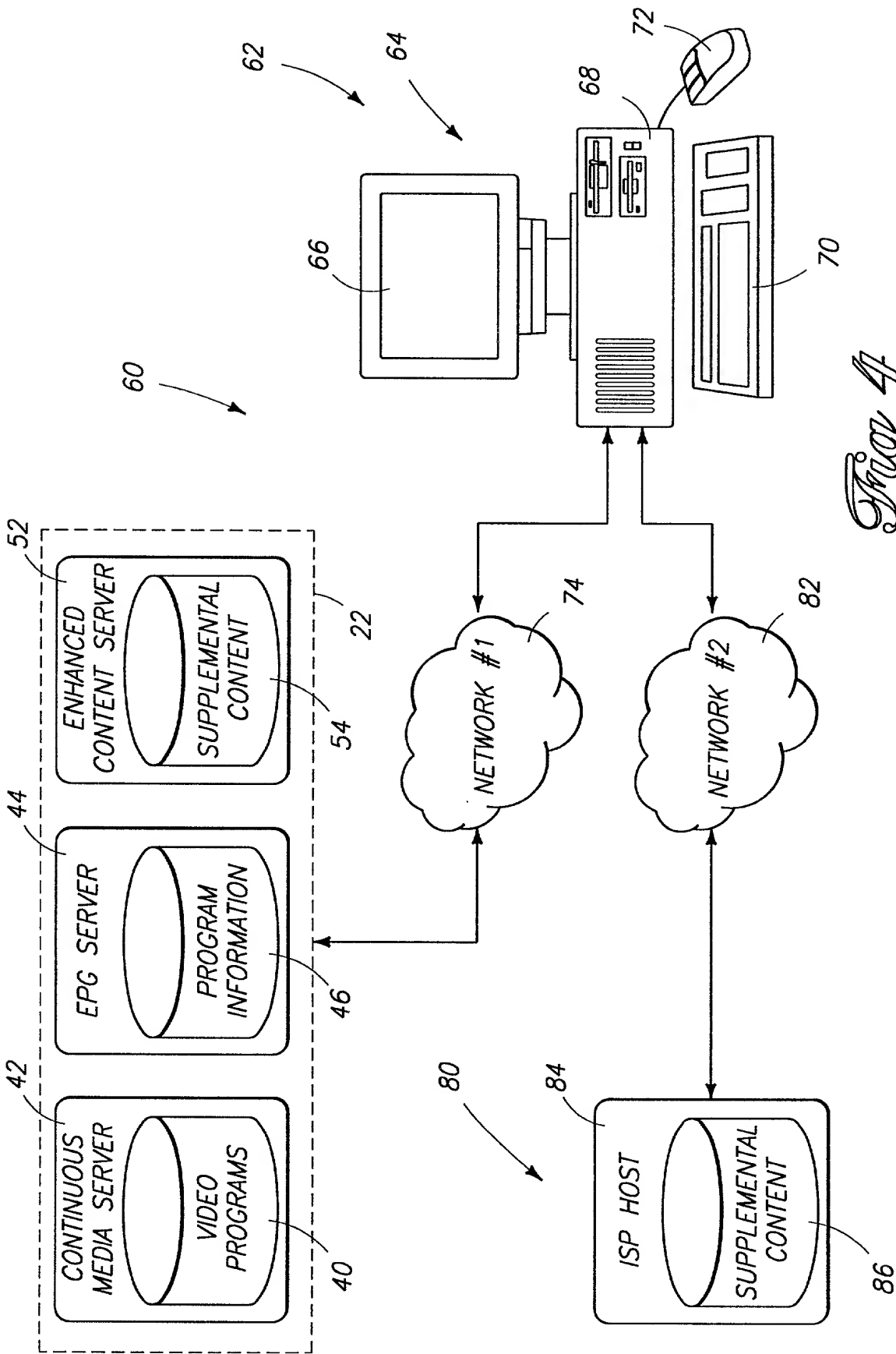
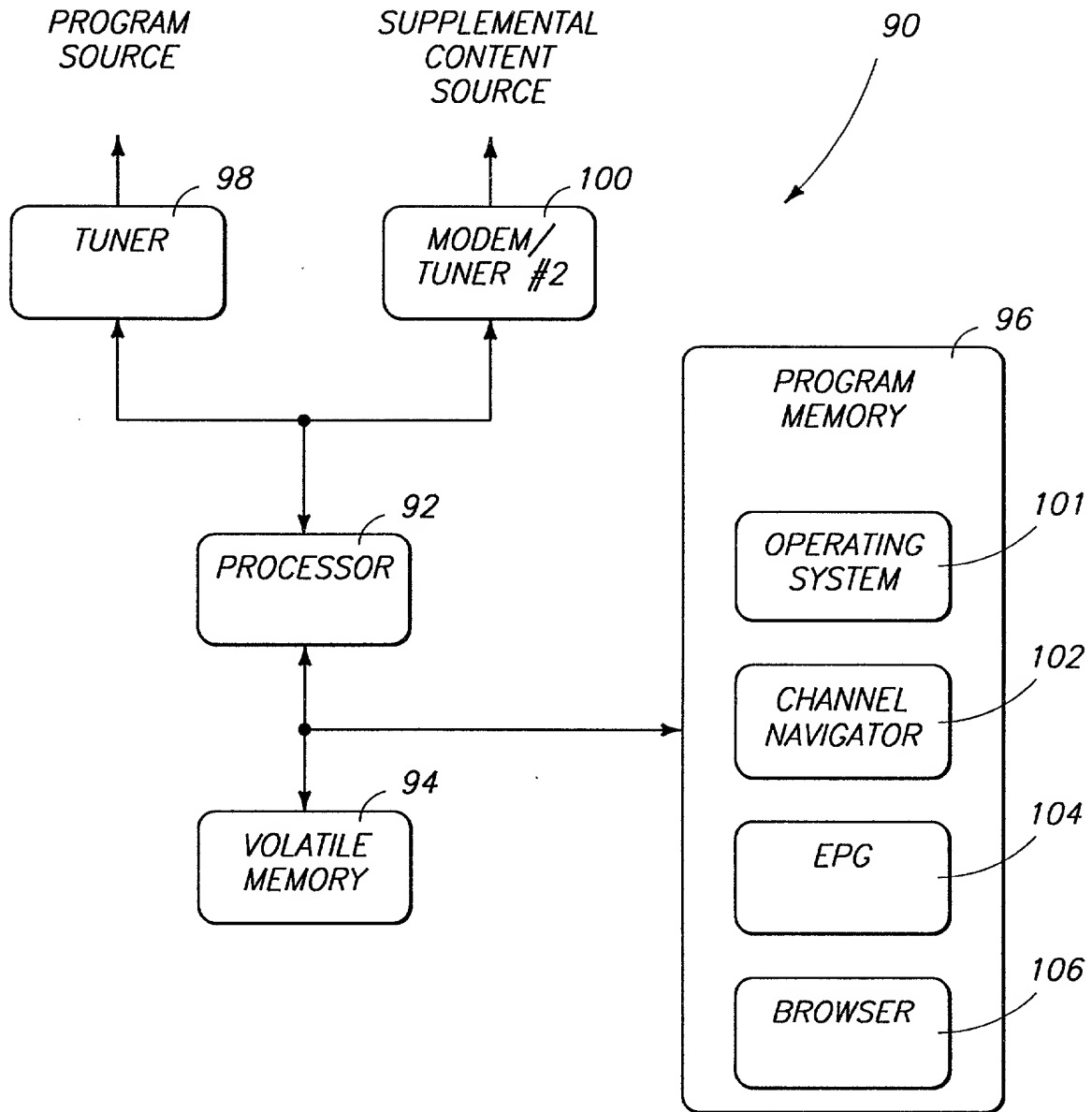
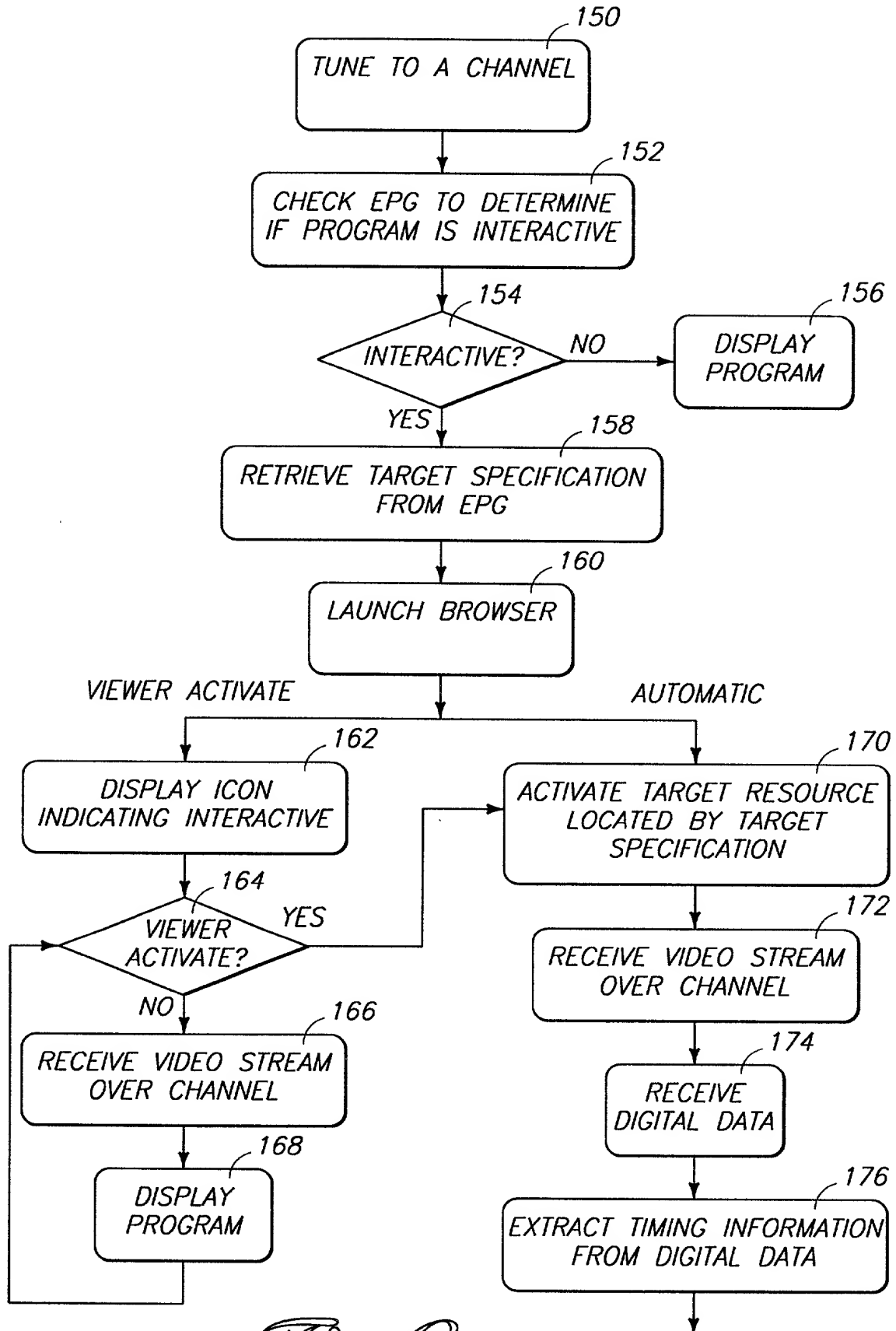
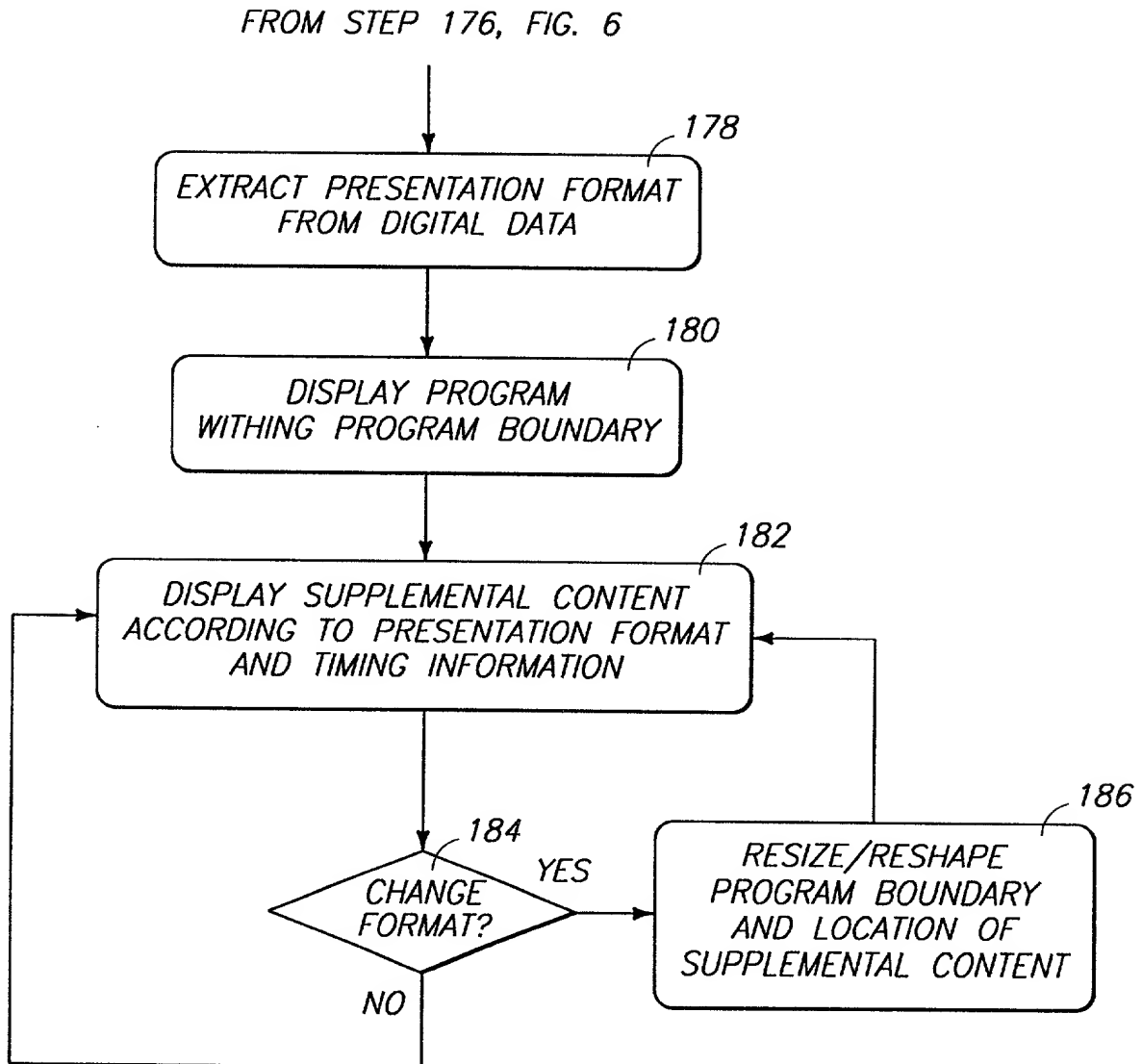


Fig. 4

*Fig 5*

*Fig 6*

TO STEP 178, FIG. 7.

*Fig 7*

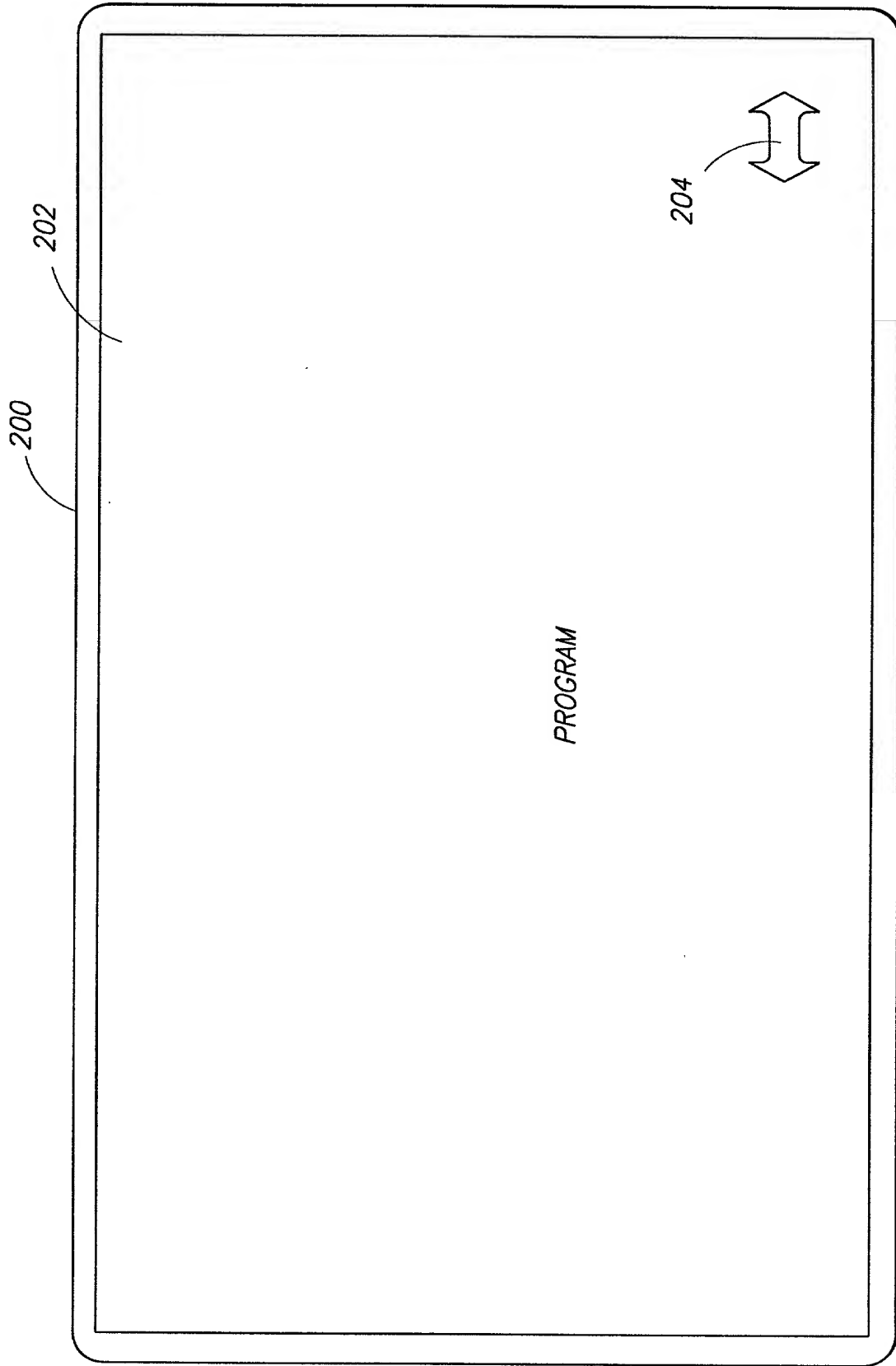


Fig. 8a

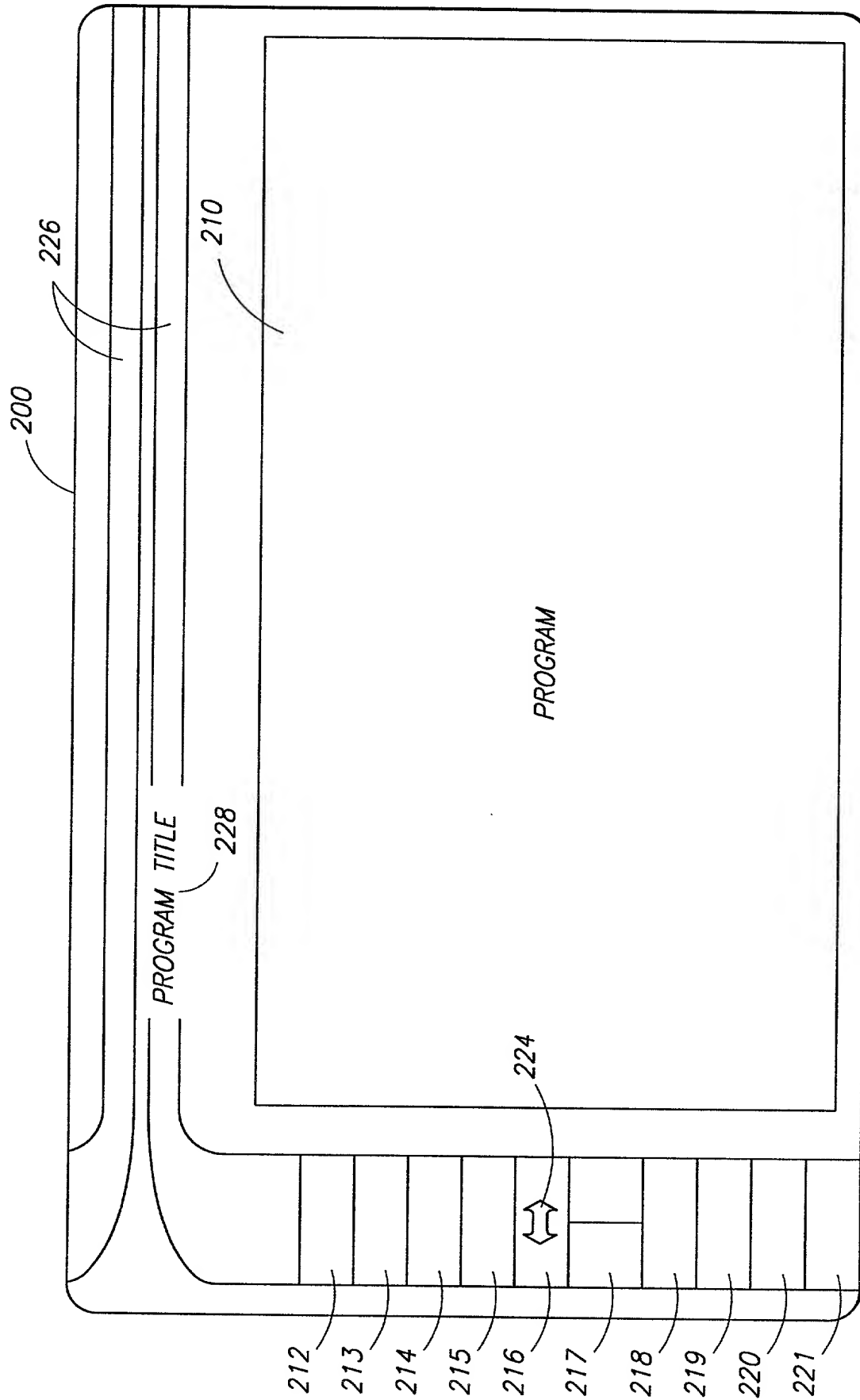


Fig 8b

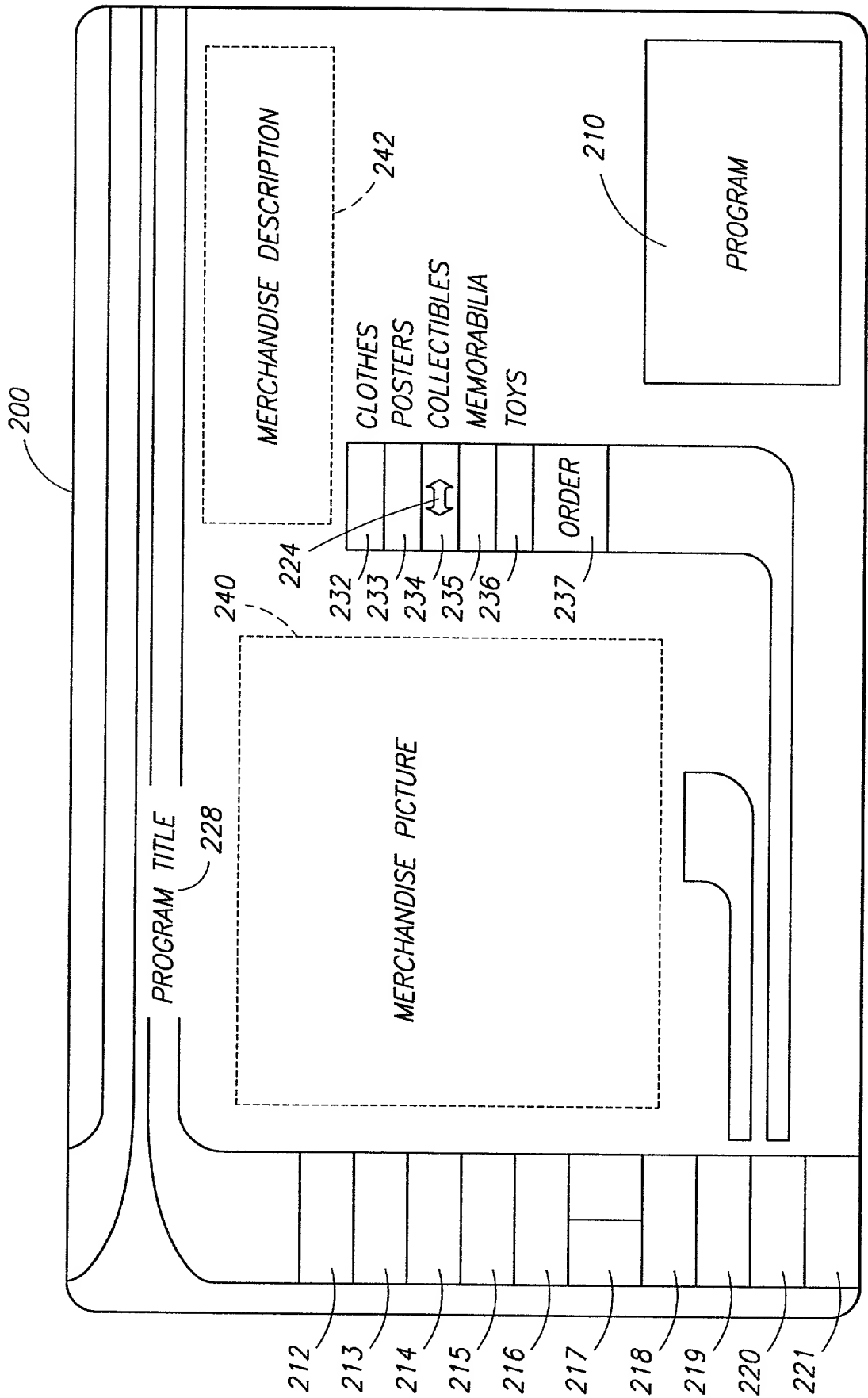
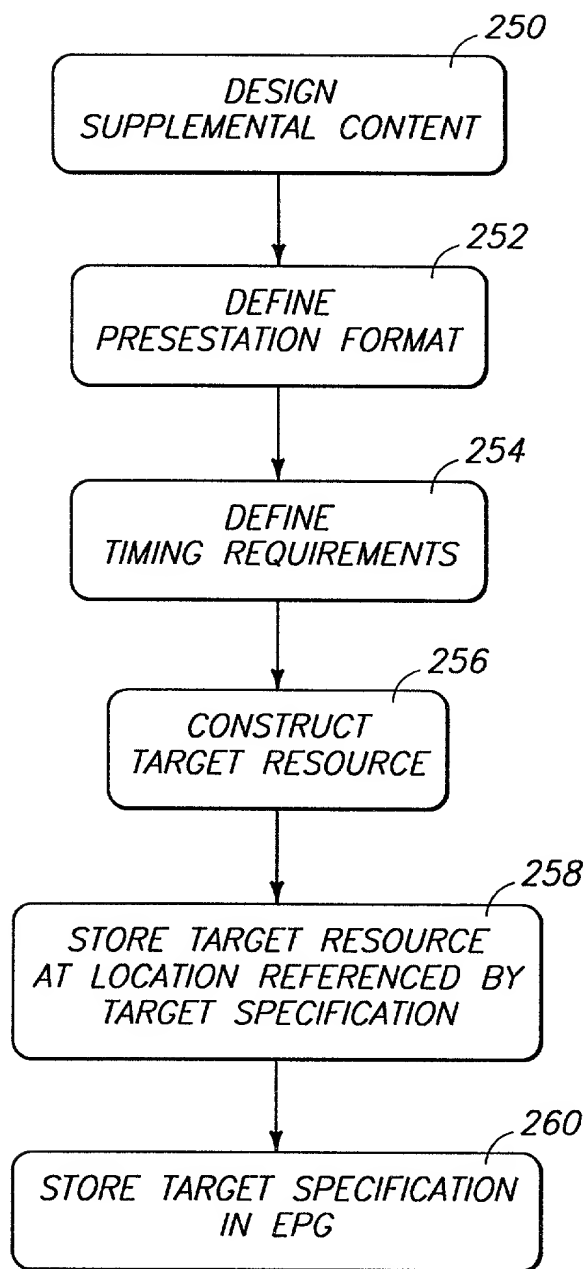


Fig. 8c

*Fig 9*

1 **IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

2 Application Serial No..... 08/623,610
3 Filing Date March 29, 1996
4 Inventor Shoff et al.
5 Applicant Microsoft Corporation
6 Attorney's Docket No. MS1-089US
7 Title: Interactive Entertainment System for Presenting Supplemental Interactive
8 Content Together with Continuous Video Programs

9 **DECLARATION FOR PATENT APPLICATION**

10 **AND POWER OF ATTORNEY**

11 As a below named inventor, I hereby declare that:

12 My residence, post office address and citizenship are as stated below next to
13 my name.

14 I believe I am the original, first and sole inventor (if only one name is listed
15 below) or an original, first and joint inventor (if plural names are listed below) of the
16 subject matter which is claimed and for which a patent is sought on the invention
17 entitled "Interactive Entertainment System for Presenting Supplemental Interactive
18 Content Together with Continuous Video Programs," the specification of which is
19 attached hereto.

20 I have reviewed and understand the content of the above-identified
21 specification, including the claims.

22 I acknowledge the duty to disclose information which is material to the
23 examination of this application in accordance with Title 37, Code of Federal
24 Regulations, § 1.56(a).

25 PRIOR FOREIGN APPLICATIONS: no applications for foreign patents or
 inventor's certificates have been filed prior to the date of execution of this
 declaration.

Power of Attorney

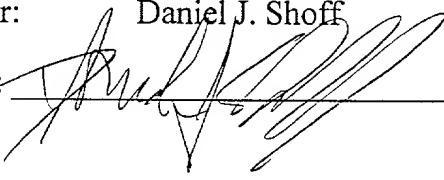
I appoint the following attorneys to prosecute this application and transact all future business in the Patent and Trademark Office connected with this application:

Lewis C. Lee, Reg. No. 34,656, and Daniel L. Hayes, Reg. No. 34,618.

Send correspondence to: LEE & HAYES, PLLC, W. 1818 Francis #160, Spokane, Washington, 99205. Direct telephone calls to: Lewis C. Lee (509) 324-9256.

All statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statement may jeopardize the validity of the application or any patent issued therefrom.

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Date: 6/10/98

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Issaquah, WA 98027

Citizenship: USA

668020-88964650

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6 Citizenship: USA

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9 Inventor's Signature: Joseph H. Matthews, III
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16 Inventor's Signature: Frank Lawler
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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Priority Serial No.....08/623,610
 Priority Filing Date.....3/29/96
 Inventorship..... Shoff et al.
 Priority Group Art Unit.....2711
 Priority Examiner John W, Miller
 Applicant Microsoft Corporation
 Attorney's Docket No.MS1-089USC1
 Title: Interactive Entertainment System For Presenting Supplemental Interactive
 Content Together With Continuous Video Programs

DECLARATION UNDER 37 C.F.R. §1.131

As a below named inventor, I hereby declare that:

I am the inventor of the subject matter which is claimed and for which a patent is sought on the invention entitled "Interactive Entertainment System for Presenting Supplemental Interactive Content Together with Continuous Video Programs", as identified above.

I conceived of the invention in the United States prior to the March 8, 1996 priority date of U.S. Patent No. 5,778,181 to Hidary et al. (hereinafter, "Hidary patent"). Attached to this declaration are excerpts from a patent disclosure summary prepared by our attorney Lewis C. Lee following a disclosure meeting. The summary briefly describes aspects of the invention. The disclosure meeting was held and the disclosure summary was drafted prior to the priority date of the Hidary patent. Diligent effort was made between conception of the invention, as evidenced by this disclosure summary, and the filing of a patent application on March 29, 1996.

All statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of

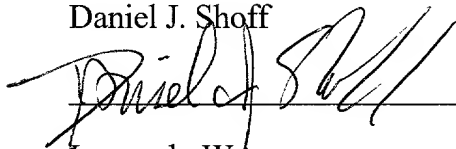
1 Title 18 of the United States Code and that such willful false statement may
2 jeopardize the validity of the application or any patent issued therefrom.

3 * * * * *

4 Full name of inventor:

Daniel J. Shoff

5 Inventor's Signature



Date: 4/16/99

6 Residence:

Issaquah, WA

7 Citizenship:

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8 Post Office Address:

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Issaquah, WA 98027

9 * * * * *

11 Full name of inventor:

Valerie L. Bronson

12 Inventor's Signature



Date: 6/22/99

13 Residence:

Bellevue, WA

14 Citizenship:

USA

15 Post Office Address:

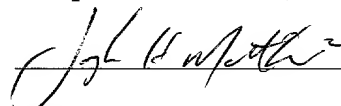
203 Bellevue Way NE #269
Bellevue, WA 98004

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18 Full name of inventor:

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19 Inventor's Signature



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Full name of inventor:

Frank A. Lawler

Inventor's Signature



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